SEGA™

MADDEN NFL 97

PLAYERS INC

TM

SEGA GENESIS

T-5010H

OFFICIAL SEGA SEAL OF QUALITY

EA SPORTS™

KIDS TO ADULTS
TM
CONTENT RATED BY ESRB

LICENSED BY SEGA ENTERPRISES. LTD. FOR PLAY ON THE SEGA SATURN™ SYSTEM

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure they are compatible with the SEGA SATURN™ SYSTEM.

Handling Your Compact Disc

- The Sega Saturn™ disc is intended for use exclusively with the Sega Saturn system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EA SPORTS

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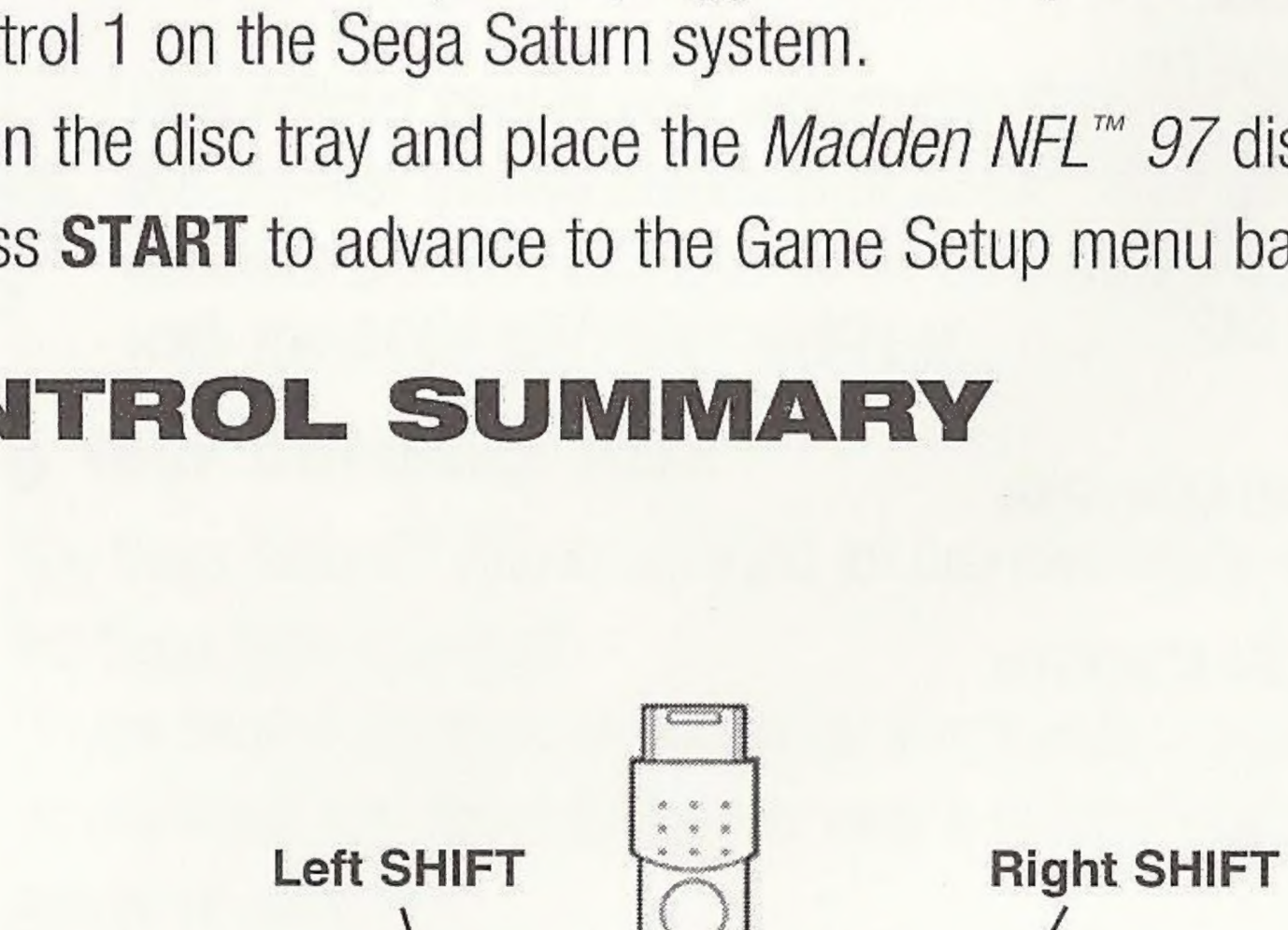
STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *Madden NFL™ 97* disc inside.
4. Press **START** to advance to the Game Setup menu bar.

CONTROL SUMMARY



Menu Bar Controls

Highlight menus	D-Pad ▲▼
Highlight menu options	D-Pad ◄ ►
Select a menu/menu option	**C**
Close menu or back up one screen	**B**
View on-line help screens	**Y**
Skip videos	**START**

OFFENSE

BEFORE THE SNAP

Call an audible	**A,** then **A, B,** or **C** to select play
Call a fake snap signal	**B**
Snap the ball	**C**

RUNNING

Move player	D-Pad
Dive	**A**
Burst of speed	**B**
Hurdle	**C**
Spin	**Z**
Lateral	**R** Shift

PASSING

Call up Passing symbols	**C**
Pass to receiver with appropriate symbol	**A, B, C, X,** or ***Z***
Throw out of bounds	**Y**

RECEIVING

Take control of the receiver closest to ball	**B**
Dive for the ball	**A**
Jump and raise hands	**C**

KICKING

Start the play	**C**
Aim kick	D-Pad ◄ ►
Kick	**C**
Call an onside kick (kickoff only)	**A,** then **A, B,** or **C** for left, standard,or right formation

NO HUDDLE

Call the stop clock play	Hold **B** at the end of a play
Call previous play	Hold **C** at the end of a play

DEFENSE

BEFORE THE SNAP

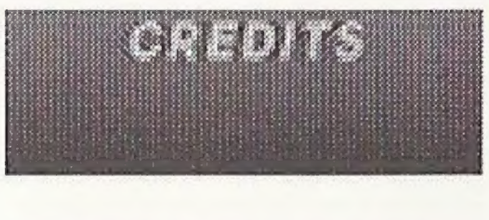
Move player	D-Pad

Call an audible	**A**, then **A, B,** or **C**
Take control of a different player	**B**
AFTER THE SNAP	
Control defender closest to ball	**B**
Dive at ball carrier	**A**
Jump and raise hands to attempt a block or interception	**C**
Power tackle	**Z**
RECEIVING A KICK	
Take control of receiver	**B**, then D-Pad any direction
Call onside kick reception (kickoff only)	**A,** then **A, B,** or **C** for left, standard, or right formation

GAME SETUP MENU BAR

- To highlight a menu, D-Pad ◄►.
- To highlight a menu option, D-Pad ▲▼.
- To select the highlighted menu or option, press **C**.
- To leave a selected menu or back up one screen, press **B**.
- To bring up the Help screen, press **Y**. The Help screen provides online information explaining how each menu or screen functions.

EA TIP ***These controls are used in all menus in Madden NFL 97, so learn 'em here and use them everywhere.***



See who's responsible for bringing you *Madden NFL 97.*

- To cycle through the credits, press **C**.

View the record holders.

- To scroll through the records, D-Pad ▲▼.

Start a game between any two teams. For more information, see *Exhibition Game* on p. 5.

Start a new season or continue a season in progress. For more information, see *Season* on p. 6.

Start a new tournament or continue a tournament in progress. For information, see *Tournament* on p. 11.

Choose one of four Control Pad configurations. This is also a good place to find out what each button does.

- To cycle through Control Pad configurations, D-Pad ◄►.

BACKUP OPTIONS

Save user records and a season or tournament in progress to a Backup RAM cartridge.

- To highlight a file, D-Pad ▲▼.
- To save your current settings and/or a season or tournament in progress, press **A**.
- To load the highlighted file, press **C**. (To delete the highlighted file, press **START**.)
- To exit the Backup Options screen, press **B**.

Note: Files saved by other games are accessible from this screen; you may delete them if you wish, but do not try to load them.

SOUND OPTIONS

Adjust the music and sound effects volume and toggle between stereo and mono sound.

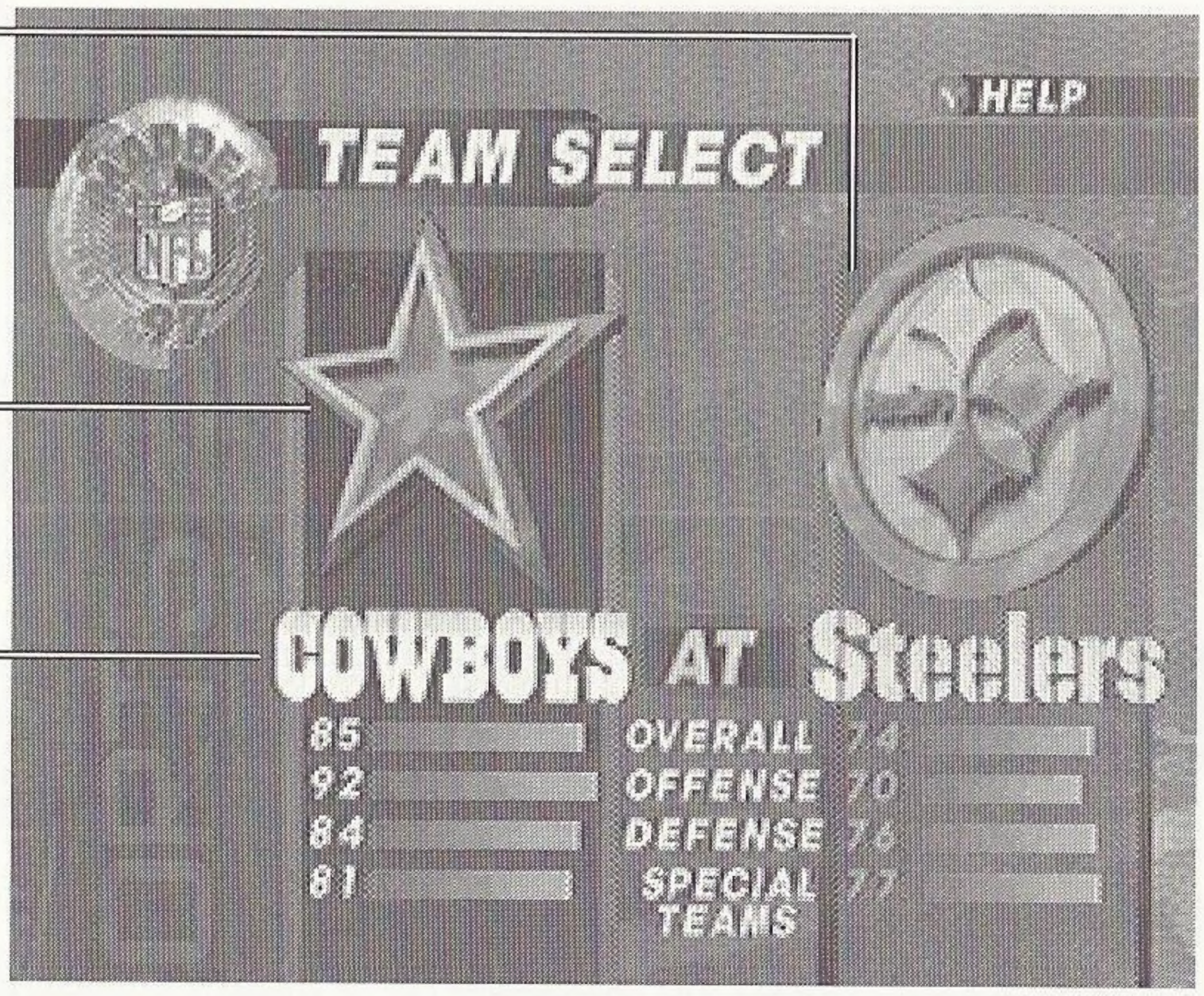
EXHIBITION GAME

TEAM SELECT SCREEN

Press **A** to toggle between home and visitor.

D-Pad ◄► to cycle through teams.

Press **X** and **Z** simultaneously for the computer to randomly select a matchup.



Press **C** to select the matchup and go to the Control Pad Setup screen.
Press **B** to cancel and return to the Game Setup menu bar.

CONTROL PAD SETUP SCREEN

Choose the team you want to control.

- To move the Control Pad icon under the team that you want to control, D-Pad ◄►.
- When you have selected a team, press **C**. The User Records screen appears.

USER RECORDS SCREEN

Enter a user records name to keep track of your win/loss and outstanding stats records.

Note: A Season and User Records must be saved to a Backup RAM Cartridge to retain any User Record information. If they are not saved before the Sega Saturn System is turned off, they'll be lost.

- To start a game without a user records name, highlight NONE and press **C**.

1. D-Pad ▲▼ to highlight an empty slot or an existing name.
2. Press **C** to enter a new name or edit the highlighted name.

Note: Press **A** to enter a name in Create Player mode.

- To select a letter, D-Pad ▲▼.
- To move backward/forward one space, D-Pad ◄ ►.
- To erase the whole name and start over, press **B**.

3. When you're finished, press **C**. The user records name is entered and the Options menu bar appears.

OPTIONS MENU BAR

Customize the upcoming game.

After you select your options, choose START GAME to leave the Options menu bar and head out onto the field for the coin toss (see *On The Field* on p. 12).

Choose from any of the available stadiums. The home team's stadium is automatically highlighted, and a brief description of each stadium is shown.

Note: Each stadium has a preset weather condition. You can override these conditions by selecting a different Weather option after selecting a stadium.

Set up the conditions for the upcoming game. Certain weather conditions are not available in domed stadiums.

Choose the length in minutes for each quarter.

SEASON

James Brown, John Madden, and Pat Summerall take you through the current NFL season. In season mode, you can take your favorite team through the season, make roster changes, and create custom players.

- To start a new season, select NEW SEASON. Starting a new season erases any season or tournament information that has not been saved.
- To continue an existing season, select CONTINUE SEASON. If a season has been saved to a Backup RAM cartridge, it must be loaded from the Backup Options menu before it can be continued.

  For information on saving and loading settings, seasons, and tournaments, see Backup Options on p. 5.

SEASON OPTIONS MENU BAR

Check the status of your injured players.

View the schedule for each week, select a game to play, or let the computer play out the week. For more information, see *Weekly Schedule* on p. 8.

Select a team to control throughout the season. You can choose a different team at any time from the Season Team Select screen. For more information, see *Season Team Select Screen* on p. 8.

View each team's schedule for the season.

- To cycle through the teams, D-Pad ◄ ► .
- To view the entire schedule, D-Pad ▲ ▼ .

Set the QUARTER LENGTH, turn the SALARY CAP and INJURIES on/off, and set PENALTY LEVELS for each season game.

When the salary cap is ON, each team cannot exceed $41 million dollars in combined player salaries when trading players or signing free agents (see Edit Roster on p. 9).

See how the players on each team are doing offen sively and defensively. For more information, see *Team Stats* under *The Game Paused Menu Bar* on p. 16.

See how players are doing offensively and defensively in the current season. For more information, see *Team Stats* under *The Game Paused Menu Bar* on p. 16.

See where each team stands in its conference, division, and the entire league.

View team rankings by statistical category. Teams are sorted by the highlighted stat column.

Trade, sign, release, and create players. For more information, see *Edit Roster* on p. 9.

WEEKLY SCHEDULE

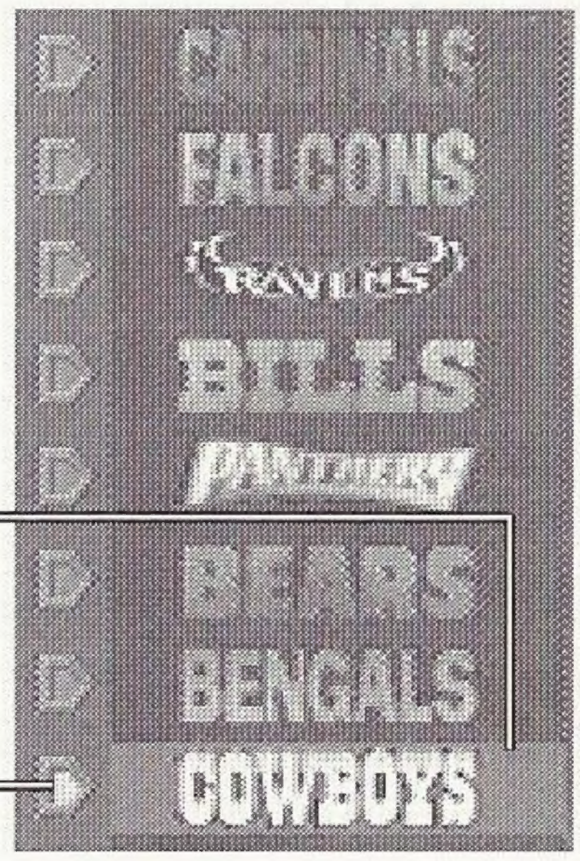
- To select a game or several games to play, press **A**. If you do not select a game, the computer plays all the games in that week, and you move to the next week.
- To view each week's schedule, D-Pad ◄ ► .
- To let the computer play out the week, do not highlight any games and press **C**.
- To play a single highlighted game, press **C** or **L** Shift. The Controller Setup screen appears.

Note: You cannot play a game in a following week until all games in the previous week(s) have been completed.

- To go to the Season Options menu bar, press **B**.

SEASON TEAM SELECT SCREEN

Select a team to control throughout the season.



D-Pad ▲▼ to highlight a team.

Press **A** to select or deselect a team(s).

Press **C** to confirm the team selection and to go to the Season Options menu bar.
Press **B** to return to the Season Options menu bar.

Edit Roster

This is probably about as close as you'll ever get to owning an NFL team. From the Edit Roster menu, you can trade, sign, and release players, decide who gets the starting job, and create custom players. You can do just about everything but move the team.

Note: Player rosters are up to date as of mid July 1996.

Note: If SALARY CAP is ON and a trade or free agent signing puts you over the salary cap, the commissioner steps in and stops the trade (see *League Rules* on p. 7).

TRADE PLAYER Trade a player from one team to another.

1. D-Pad ◄ ► to select the team you want to trade a player from.
2. D-Pad ▲▼ to highlight the player you want to trade.
   - To cycle through the rating categories, press **L/R** Shift. For a list of rating abbreviations, see *Rating Abbreviations* on p. 11.

Note: Use **L/R** Shift to cycle through rating categories on all Edit Roster menu screens.

3. Press **A** to move to the bottom window.
4. Select the team you want to trade a player to, then highlight the player you want to trade.
5. Press **C** to make the trade, then select YES/NO to confirm/cancel the trade.
6. Press **B** to return to the Season Options menu bar.

SIGN FREE AGENT Pick up a free agent to fill a gap or add depth to a position in your roster. A player must be released from a team before any free agents are available. For more information, see *Release Player* on p.10.

1. D-Pad ◄ ► to select a team.
2. Press **A** to move to the bottom window.
3. D-Pad ▲▼ to highlight the free agent you want to sign.
4. Press **C** to sign the player. Then select YES/NO to confirm/cancel.
5. Press **B** to return to the Season Options menu bar.

RELEASE PLAYER If there's a player you want to pick up, but you're too close to the salary cap, you may need to release some of your excess baggage.

1. D-Pad ◄ ► to select a team, then highlight the player you want to let go.
2. Press **C** to release the player. Then select YES/NO to confirm/cancel.
3. Press **B** to return to the Season Options menu bar.

RE-ORDER ROSTER After you've traded, signed, or released players, you'll probably need to make some adjustments to your starting line-up.

1. D-Pad ◄ ► to select a team.
2. Press **X/Z** to cycle through the positions.
3. D-Pad ▲▼ to highlight the player you want to move up or down, then press **C**.
4. Highlight the player you want to move into the first player's position and press **C**. The two players exchange places.
5. Press **B** to return to the Season Options menu bar.

CREATE PLAYER Create the perfect player for your favorite team. After you create a player, you can put him in as a starter by re-ordering the roster (see *Re-order Roster* above) or substituting him in during a game (see *Substitutions* on p. 19).

1. D-Pad ▲▼ to highlight a team, player name, and other attributes.
   - To cycle through the teams, and options for each attribute, D-Pad ◄ ► .

Note: For instructions on entering a name, see *User Records Screen* on p. 6.

2. When you have set up the attributes, press **C** to set the ratings for your player.
   - To adjust the level of each rating, D-Pad ▲▼ . As you increase each rating level, the overall pool decreases. When the pool reaches 0, you cannot increase any rating levels.

Note: The Rating values are derived from the highest rated player in each position, so certain ratings cannot be set at 100.

3. Press **C**, then select SAVE AND EXIT to create your player.
   - To exit without saving your player, press **C** then select EXIT.
   - To return to the Create Player screen and make more changes, press **C** then select CANCEL.

DELETE PLAYER Delete a player that you created.

- To highlight the player you want to delete, D-Pad ▲▼.
- To delete the highlighted player, press **C**. Then select YES/NO to confirm/cancel.

Rating Abbreviations

WGT	Weight	**KPW**	Kicking Power
AGI	Agility	**KAC**	Kicking Accuracy
ACL	Acceleration	**BTK**	Break Tackle
SPD	Speed	**TAK**	Tackling Ability
AWR	Awareness	**IMP**	Importance
CTH	Catch Ability	**PBK**	Pass Block
CAR	Carry Ability	**RBK**	Run Block
THP	Throwing Power	**INJ**	Injury Ability
THA	Throwing Accuracy	**STA**	Stamina

TOURNAMENT

Set up an 8 or 16 player tournament with any of the 99 teams available.

TOURNAMENT SETUP SCREEN

Choose the teams and enter the players' names for the tournament.

1. D-Pad ▲▼ to highlight a player name and team.

Note: For instructions on entering a name, see *User Records Screen* on p. 6.

- To change the highlighted team, press **L/R** Shift.

2. When you have finished entering names, press **START** to go to the Tournament Tree.

Tournament Tree

Select a tournament game to play. After each game is played, you return to the tournament tree to select the next game.

- To move through the tournament tree and select a game to play, D-Pad ◄►.

Note: Tournament games must be played in the order they appear on the tournament tree.

- To return to the Tournament Setup screen and make changes to the tournament tree, press **B**.
- To play the selected game, press **C**.

ON THE FIELD

COIN TOSS

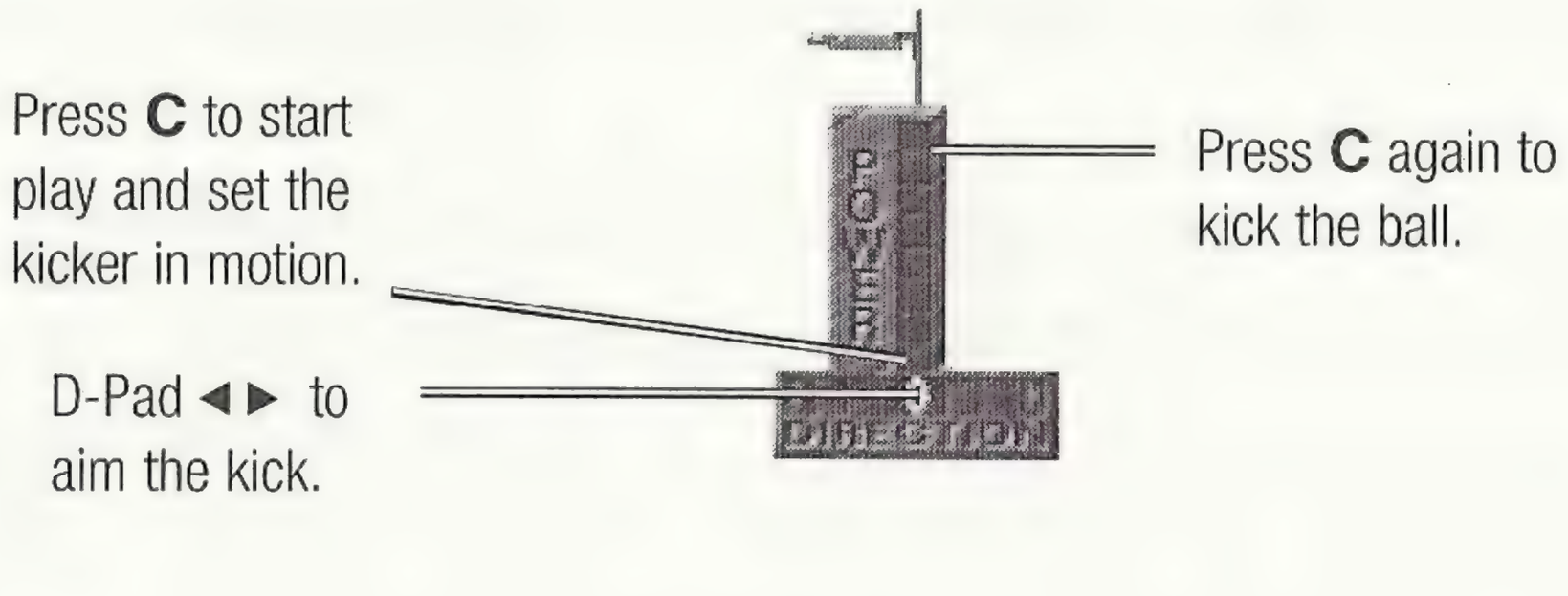
1. The visiting team selects HEADS or TAILS while the coin is in the air.
2. The winner of the toss selects KICK, RECEIVE, or which goal to DEFEND.

EA TIP ***Check the wind sock to see which direction and how hard the wind is blowing. This helps determine if wind will be a factor in the game and, if so, which goal you want to defend.***

3. The loser of the toss chooses the option that the winner did not choose. For example, if the visiting team wins the toss and chooses to receive, the home team gets to choose which end of the field to defend.

THE KICK METER

Use the kick meter for kickoffs, punts, field goals, and extra point attempts.

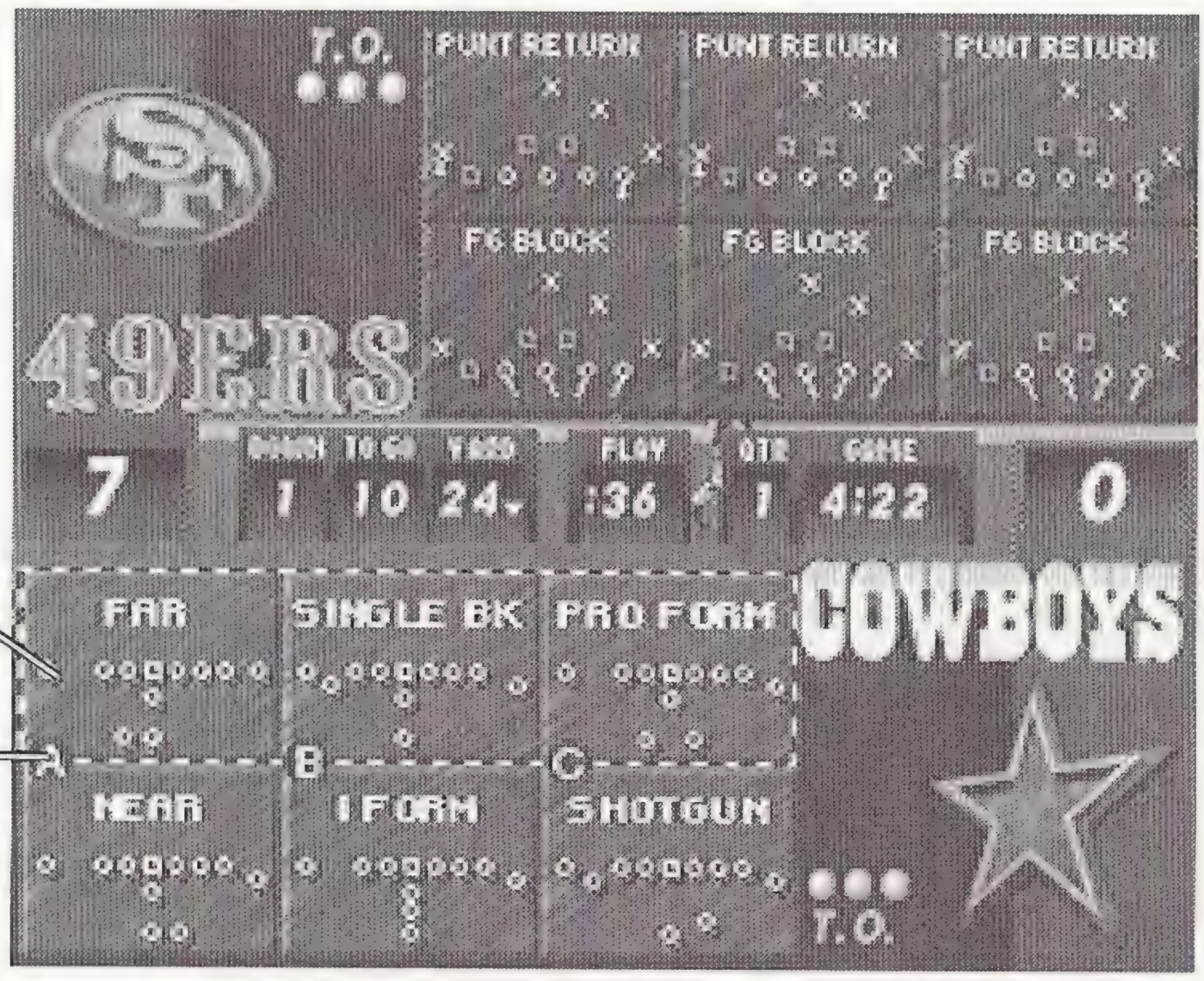


THE PLAY CALLING SCREEN

The Play Calling screen appears before each play.

D-Pad ▲▼ to move play selection highlight.

Press **A, B,** or **C** to select formation, set, and play.



To call a play:

1. Highlight a formation and press the corresponding button **(A, B,** or **C)**.
2. On defense, highlight the play you want to run and press the corresponding button. On offense, you pick a set for the formation you choose and then the play you want to run.
   - To run a play in the opposite direction, press **L** Shift to flip the plays (offense only).
   - If you choose a formation or play and then change your mind, press **Y** to back up and make a new selection.

EA TIP *If you call the 5 Wide Receivers set from the Shotgun formation, the halfback moves to the line of scrimmage and becomes a receiver. Therefore, on the Halfback Toss play, the quarterback keeps the ball and attempts to run up field.*

To call a play in Bluff mode:

- To bluff the highlighted formation, set, and play, press **B**.
  To actually call the highlighted formation, set, and play, press **C**.
- To exit the Play Calling screen, press **A**.

When you press **B**, you hear the same "select" sound you hear when you press **C** but no play is called. Also, you can choose more than one play with the **C** button; only the last play chosen is run. Bluff as many plays as you want, but keep an eye on the play clock.

OFFENSE

RUNNING PLAYS

On the Play Calling screen, rushing plays are shown in dark blue. You can watch the computer execute the play or take control of the ball carrier after the hand-off. A color-coded star and either the player's name, number, or position (see *Player Display* on p. 18) appear beneath the ball carrier.

To execute a running play:

1. When the offensive line is set, press **C** to snap the ball. The hand-off or toss is automatic.
2. D-Pad any direction to take control of the ball carrier and start breaking tackles.

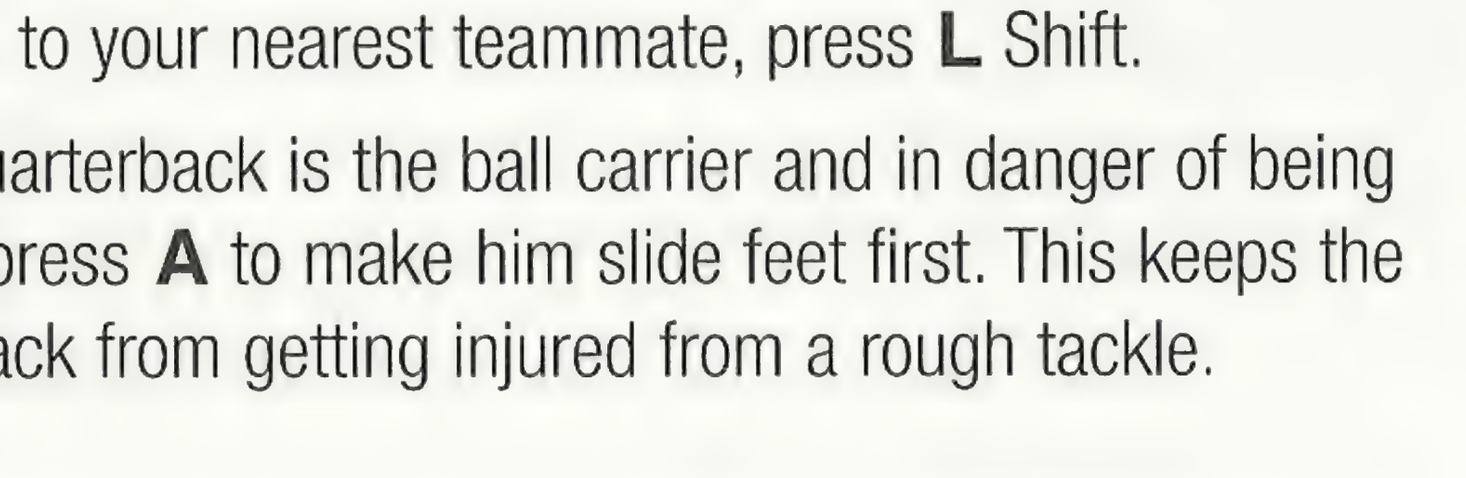
   To break tackles and shake defenders:

   - To dive for that last bit of yardage, press **A**.
   - To get a burst of speed, press **B**.
   - To hurdle, press **C**.
   - To spin out of a tackle, press **Z**.
   - To lateral to your nearest teammate, press **L** Shift.

Note: If your quarterback is the ball carrier and in danger of being tackled, press **A** to make him slide feet first. This keeps the quarterback from getting injured from a rough tackle.

PASSING PLAYS

On the Play Calling screen, passing plays are shown in light blue. You can let the computer execute the play for you or control the quarterback yourself.



To execute a passing play:

1. When the offensive line is set, press **C** to snap the ball.
2. D-Pad any direction to move the quarterback and take over control of the play.
3. Press **C** to call up the passing windows. A yellow symbol appears above each eligible receiver on the field. These symbols correspond to the **A, B, C, X,** or **Z** buttons on the Control Pad.
   - To throw the ball away if all the receivers are tightly covered, press **Y**. The quarterback must scramble out of the pocket before throwing the ball away or a penalty is called.

Watch the receivers run their patterns on the field and throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field marking the ideal reception spot.

4. Press **A, B, C, X,** or **Z** to throw a pass to the corresponding receiver.

The receiver automatically completes his pattern toward the crosshair, attempts to make the catch, and runs upfield.
While the ball is still in the air, you can manually control the designated receiver to make the catch.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears on the field beneath the player.
2. D-Pad any direction to guide the receiver toward the yellow crosshair.
   - To dive for the ball, press **A**.
   - To jump and raise your hands for the ball, press **C**.

DEFENSE

Select your defensive formations and plays the same way you select offensive plays, described on p. 13.
If you don't choose a formation and a play before the offensive team breaks the huddle, a play is automatically selected.

To execute a defensive play:

1. When the defensive line is set, press **B** to take control of a different defensive player.
2. D-Pad any direction to move the controlled player.

Note: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is

snapped or are past the line of scrimmage when the ball is snapped, an offsides or encroachment penalty is called.

To tackle the ball carrier and break up offensive plays:

- To take control of the player closest to the ball, press **B**.
- To dive for a shoestring tackle, press **A**.
- To make a power tackle, press **Z**.
- To jump and raise your hands to block a pass, press **C**.

SPECIAL TEAM PLAYS

Special Teams plays are used in punting, extra point, field goal, and clock control situations.

If you need to stop the clock and you're out of timeouts, you can call a Stop Clock play. The quarterback takes a couple of steps back and throws the ball to the ground, resulting in an incomplete pass. The play clock stops.

If you want to run out the remaining time and make sure the other team doesn't get a chance to score, call a QB Kneel play. The quarterback takes the snap and kneels down immediately.

THE GAME PAUSED MENU BAR

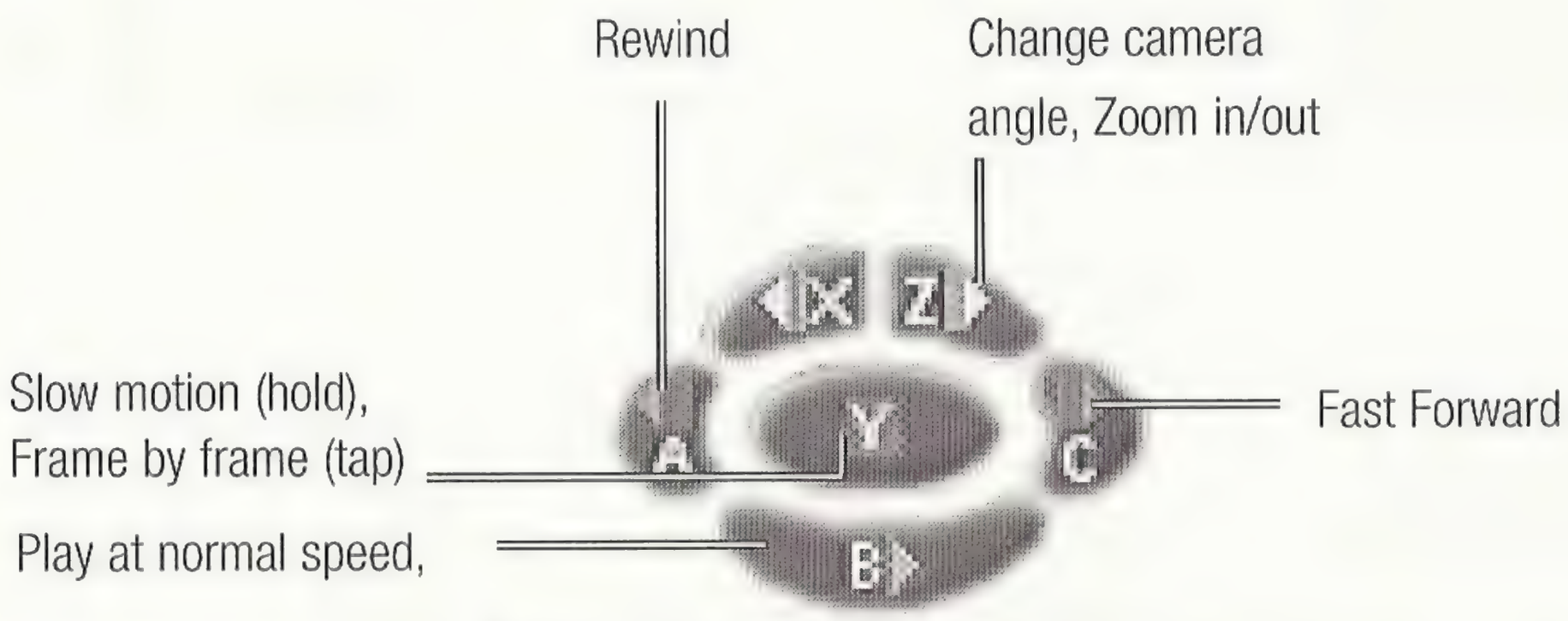
- From the field or the Play Calling screen, press **START** to bring up the Game Paused menu bar.

Check in on the other games around the league (Season mode only).

Call a timeout to stop the clock.

Return to the game in progress.

Review the last play.



D-Pad to focus camera on player or area.
Press **START** to return to the Game Pause menu bar.

SETTINGS

Set audibles, change Control Pad selection, adjust penalty levels, set the bluff mode, change player dis plays, set the skill level, adjust injury mode, and turn Maddenisms on or off. For more information, see *Settings Menu Bar* on p. 18.

CAMERA

Choose from one of eight camera angles.

GAME STATS

Check in to see how the game is shaping up so far.

- To scroll through the current stats, D-Pad ▲▼.
- Press **B** to leave the game stats.

TEAM STATS

See how your team is doing offensively and defensively.

1. Select a stat category and press **C**. The screen for that category appears.
   - To cycle through the stats in each category, D-Pad ◄►.
   - To scroll through the players who have stats in each category, D-Pad ▲▼.
   - To leave a stat category, press **B**. The Team Stats menu bar appears.
   - To check the other team's stats, press **L/R** Shift.
2. Select another stat category, or press **B** to return to the Game Paused menu bar.

SUBSTITUTIONS

Any member of your squad can be brought into the game—or taken out—from the Substitutions screen. When players are knocked out by injury, substitutions are made automatically. For more information, see *Substitutions* on p. 19.

Check the status of your injured players.

- To scroll through the list of injured players, D-Pad ▲▼.
- To check the other team's injury list, press **L/R** Shift.

Leave the current game and return to the Game Setup menu bar.

SETTINGS MENU BAR

Set up three offensive and defensive audibles.

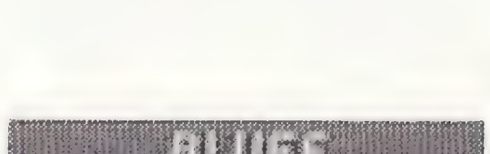
1. Select Offense or Defense and press **C**. The Set Audibles screen appears.
2. Highlight the **A, B,** or **C** audible slot and press **B**. The default audible play is displayed.
3. Select a formation, set, and play by pressing **A, B,** or **C**.

- To back up, press **R** Shift.
- To run an offensive play in the opposite direction, press **L** Shift to flip the plays.

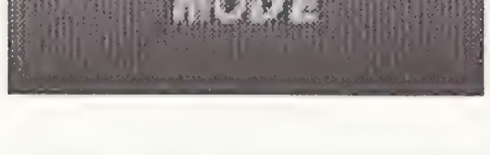
Change the team that you control. For more information, see *Control Pad Setup Screen* on p. 5.

Turn penalties off or crank 'em up and play by the rules.

- To adjust the level of the highlighted penalty, D-Pad ◄►.
- To adjust all penalty levels simultaneously, press **L/R** Shift.



Switch between standard and bluff play calling modes. For more information about calling a play in bluff mode, see *The Play Calling Screen* on p. 13.



Choose to see the highlighted player's NAME, NUMBER, or POSITION, or select NONE to turn off the display.

Select either PRO or ALL MADDEN difficulty levels. The normal level of difficulty is PRO, but if the competition's not tough enough for you, bump it up to ALL MADDEN.

If too many of your players are getting banged up, turn injury mode OFF, but for more realistic competition leave it ON.

Turn Madden's color commentary ON or OFF.

SUBSTITUTIONS

OFFENSE/DEFENSE Make substitutions for individual formations and sets.

1. Select a formation from the Offense/Defense menu bar. The selected Formation menu opens.

Note: Most offensive and defensive formations have several sets that you can choose from, but some only have a standard set.

2. Select a set from the Formation menu. The Formation screen appears.
3. D-Pad ◄ ► to highlight a position/player.
   - To scroll through that player's stats, D-Pad ▲▼.
4. Press **C** to select the highlighted player. The highlight moves to the Sub In window.
5. D-Pad ▲▼ to highlight an available substitute, then press **C** to make the substitution.

GLOBAL OFFENSE/DEFENSE Make a substitution for all offensive or defensive formations.

- To scroll through offensive/defensive formations, D-Pad ▲▼.
- To view all sets for each formation, D-Pad ◄ ►.
  - A Red Dot indicates that the player displayed in the Swap Player window is in the formation and set.
  - A Blue Dot indicates that the player in the With Player window is in the formation and set.

1. Press **C** to highlight the player you want to take out. The highlight moves to the Swap Player window.
2. Highlight a player to sub out, then press **C** to take him out. The highlight moves to the With Player window.
3. Highlight a player to sub in, then press **C** to make the substitution.

RESET ALL Return all formations to the default starting line-up.

QSOUND® VIRTUAL AUDIO

GUIDE TO OPTIMAL LISTENING

Congratulations! *Madden NFL 97* incorporates QSound Virtual Audio from QSound Labs Inc. QSound is a patented, innovative process that creates a dramatically enhanced sound field extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism. The following guidelines will help you get the maximum benefit from QSound Virtual Audio.

Since QSound is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

- ❑ Both speakers should be placed at the same distance from the listening position.
- ❑ Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)
- ❑ Arrange both speakers at the same height.
- ❑ Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- ❑ If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.
- ❑ Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g., home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically colored red and black or marked "+" and "-". Speaker wire usually has one of its two conductors marked with a colored line or ridge. Connect this wire to the red or "+" terminal in each case, then connect the remaining conductor to the black or "-" terminal.

Although enhancement can be heard off axis, dramatic sound localizations will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound audio enhancement built into *Madden NFL 97*.

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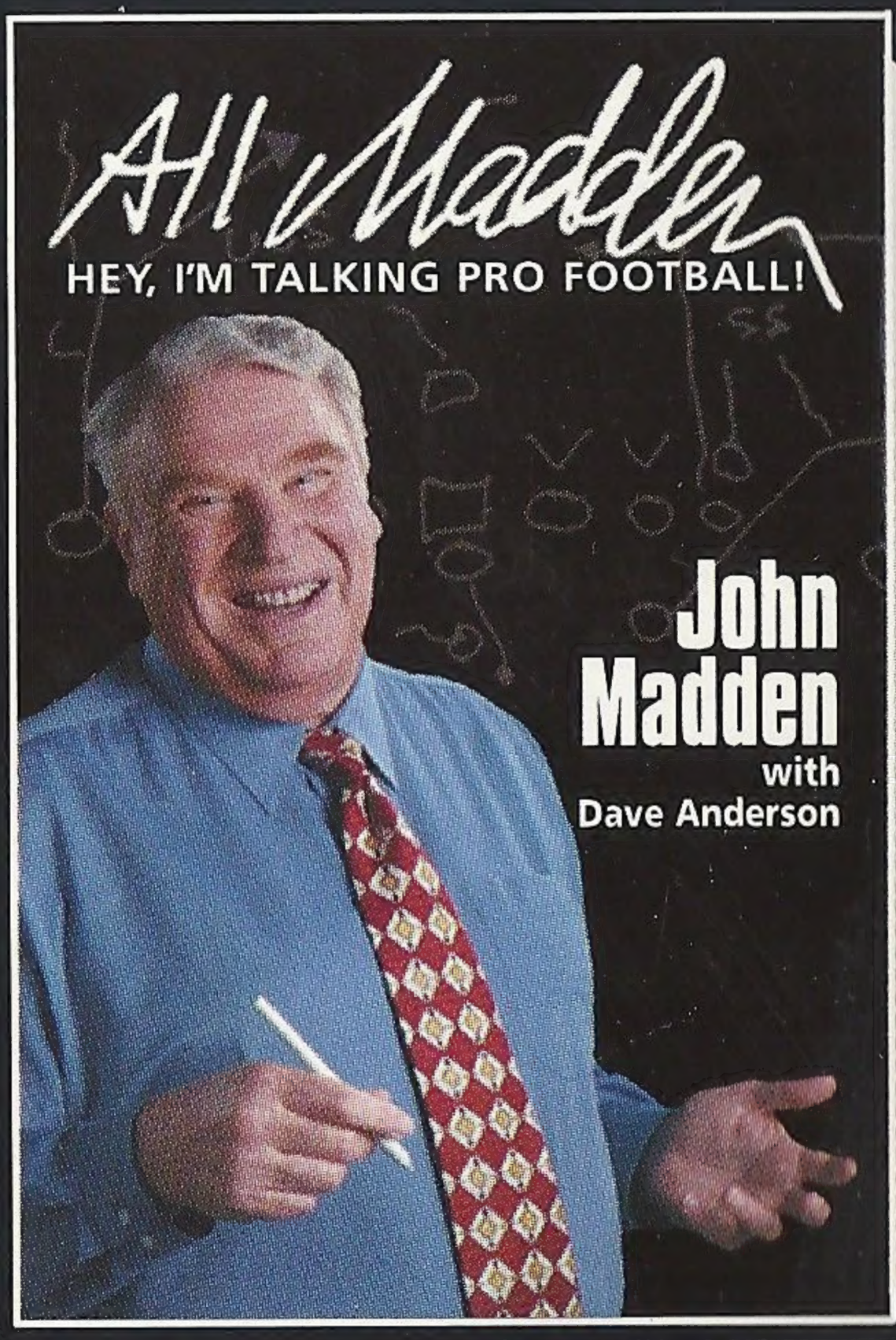

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